

00492

**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS**

**Term-End Theory Examination
December, 2017**

BNMI-010 : CHARACTER SETUP

Time : 1½ hours

Maximum Marks : 30

Note : *Attempt all questions.*

The following section has objective type questions.
Select the right answer. Each question carries
1 mark.

1. In visual arts, _____ is any kind of surface detail, both visual and tactile. 1
 - (a) Shader
 - (b) Material
 - (c) Texture

2. A _____ typically consists of any number of connected rendering nodes plugged into a shading group node. 1
 - (a) Material network
 - (b) Shading network
 - (c) Map network

3. In Maya, _____ nodes define how surfaces react to light. **1**
(a) Texture
(b) Shader
(c) Material
4. The _____ material lets you use an image to specify surface relief on objects in your scene. **1**
(a) displacement
(b) bump
(c) normal
5. _____ shading lets you shade a surface with one material on one side and a different material on the other side. **1**
(a) Two - sided
(b) Double - sided
(c) Multi - sided
6. _____ textures project through objects, like veins in marble or wood. **1**
(a) 2D
(b) 2.5D
(c) 3D
7. Procedural textures are not fileable by default. **1**
(a) True
(b) False
8. You create a _____ map which describes the color of an object. **1**
(a) Color
(b) Diffuse
(c) RGB

9. _____ is a material that represents glassy or glossy surfaces with a hard specular highlight. 1
(a) Blinn
(b) Phong
(c) Anisotropic
10. An anisotropic material reflects specular light differently in different directions. 1
(a) True
(b) False
11. _____ gives the material the ability to transmit and diffuse light. 1
(a) Opacity
(b) Transparency
(c) Translucence
12. Although _____ makes a surface appear to glow, it does not actually act as a source of light in the scene. 1
(a) Incandescence
(b) Self illumination
(c) Self glow
13. Planar mapping projects _____ onto a mesh through a plane. 1
(a) Vertices
(b) UVs
(c) Edges
14. The 2D representation of UVs can be displayed in the Maya scene views. 1
(a) True
(b) False

15. The _____ feature automatically repositions UV shells so they don't overlap in UV texture space. 1
- (a) Arrange
 - (b) Mapping
 - (c) Layout

Answer the following questions in brief. Each question carries 5 marks.

1. Differentiate between Phong and Anisotropic Shader. Give two different real world examples for each Shader. 5
2. Define any two of the following passes. How can they be used in a composition? 5
- (a) Rim Light Pass
 - (b) Shadow Pass
 - (c) Beauty Pass
3. Write down the process of unwrapping a face model in the brief. Mention every step from creating the UV layout to exporting the UV layout. 5
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